Implementation Docs

"Mathochist Studios" Cohort 4, Team 11

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3rd-party Libraries or Assets		
Library/Asset	Licence	Suitability
Basement Key	https://tinyurl.com/ykfue83j	Fits very well into the visual theme of our game.
Bird Seed	https://tinyurl.com/bd6v5mzz	Is actually a "pile of dirt" but we felt it recognisable as bird feed. Paid
Bus and Bus stop	https://tinyurl.com/3hw3bc36	Perfect for the bus and bus stop. Paid
Duck asset	https://tinyurl.com/366xumje	Perfect for the pet sprite and on the lake level.
WASD sprites free use	https://tinyurl.com/4aaxfd8b	Clear and distinct, easy to read and understand.
Keycard sprite	https://tinyurl.com/55c59b4v	Easily recognisable.
Vending machine sprite	https://tinyurl.com/yc3m8rzm	Easily recognisable. Looks good.
Energy drink sprite	https://tinyurl.com/3228v8rs	Easily recognisable.
Rollerskates	https://tinyurl.com/2es5w2cu	Easily recognisable. Paid.
Rucksack	https://tinyurl.com/mtecxrhp	Easily recognisable.
Pixel Keyboard Keys	https://tinyurl.com/cy75sxyb	Easily distinct and readable, legible for people with disabilities

Partially Implemented Features		
Feature	Explanation	Requirement ID
The game should have sound effects for all different interactions along with background music. This helps with immersion.	All sound effects have not yet been implemented. The majority of interactions do, however not all. Background music **has** been implemented however.	UR_SOUND_AND _MUSIC
The volume should be adjustable and mutable at any time during the game	A mute feature has been added but not the adjustable volume.	UR_ADJUSTABLE _VOLUME, FR_ADJUSTABLE _VOLUME